

Player Name

Quarion Liadon		6	Cleric				7,500
Character Name		Level	Class		Paragon Path		Epic Destiny
Human	Medium	28	Male	6'0"	229	Good	Bahamut
Race		Size	Age	Gender	Height	Weight	Alignment
							Deity
						Adventuring Company	
						RPGA Number	

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
4	1	3	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
22	AC	13	7			2		

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	6	-1	

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
10	STR Strength	0	3
12	CON Constitution	1	4
12	DEX Dexterity	1	4
10	INT Intelligence	0	3
20	WIS Wisdom	5	8
14	CHA Charisma	2	5

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	FORT	13	1			1	1	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	REF	13	1			1	1	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
22	WILL	13	5	2		1	1	

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
18	Passive Insight	10	+ 8

18	Passive Perception	10	+ 8
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SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 8	3	5					

ABILITY: Ranged Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 4	3	1					

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
49	24	12
	1/2 HP	1/4 HP

CURRENT HIT POINTS	CURRENT SURGE USES

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+5	5				

ABILITY: Ranged Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+1	1				

RACE FEATURES

- Bonus Feat** - Choose an extra feat at 1st level.
- Bonus Skill** - Trained in one additional class skill.
- Bonus At-Will Power** - Know one extra 1st-level attack power from your class.

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
12	vs AC	Flaming Bastard sword +1	1d10+6
8	vs AC	Unarmed (Melee)	1d4+5
4	vs AC	Unarmed (Range)	1d4+1
	vs		

CLASS / PATH / DESTINY FEATURES

- Channel Divinity** - Invoke a channel divinity class feature or other power; encounter.
- Healer's Lore** - Add Wis modifier to hp healed on cleric healing powers.
- Healing Word** - Use healing word as an encounter (special) power; minor action.
- Ritual Casting** - Gain Ritual Caster as a bonus feat.

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
3	Acrobatics	DEX 4	0	-1	
8	Arcana	INT 3	5	n/a	
2	Athletics	STR 3	0	-1	
5	Bluff	CHA 5	0	n/a	
10	Diplomacy	CHA 5	5	n/a	
8	Dungeoneering	WIS 8	0	n/a	
3	Endurance	CON 4	0	-1	
15	Heal	WIS 8	5	n/a	2
8	History	INT 3	5	n/a	
8	Insight	WIS 8	0	n/a	
5	Intimidate	CHA 5	0	n/a	
8	Nature	WIS 8	0	n/a	
8	Perception	WIS 8	0	n/a	
8	Religion	INT 3	5	n/a	
3	Stealth	DEX 4	0	-1	
5	Streetwise	CHA 5	0	n/a	
3	Thievery	DEX 4	0	-1	

CLASS / PATH / DESTINY FEATURES

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FEATS

- Defensive Healing Word** - Bonus to recipient's defenses when you use healing word
- Ritual Caster** - Master and perform rituals
- Combat Medic** - Stabilize the dying as minor action, +2 to Heal checks
- Weapon Proficiency (Bastard sword)** - Gain proficiency with the Bastard sword.
- Melee Training (Wisdom)** - Use Wisdom for melee basic attacks
- Sure Protection**

LANGUAGES KNOWN

Common, Elven

POWER INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

AT-WILL POWERS

Gaze of Defiance	
Sacred Flame	
Lance of Faith	

ENCOUNTER POWERS

Divine Fortune	<input type="checkbox"/>
Turn Undead	<input type="checkbox"/>
Healing Word	<input type="checkbox"/> <input type="checkbox"/>
Divine Glow	<input type="checkbox"/>
Daunting Light	<input type="checkbox"/>
Sure Protection	<input type="checkbox"/>

DAILY POWERS

Beacon of Hope	<input type="checkbox"/>
Consecrated Ground	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

Cure Light Wounds	<input type="checkbox"/>
Cure Serious Wounds	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

OTHER EQUIPMENT

Ritual Book
Adventurer's Kit

COINS AND OTHER WEALTH

Money on hand: 6 pp; 25 gp
Stored money: 0 gp
Encumbrance: 82 / 100

MAGIC ITEM INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

MAGIC ITEMS

WEAPON	Flaming Bastard sword +1 (E)	<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
ARMOR	Magic Finemail +2 (E)	<input type="checkbox"/>
ARMS		<input type="checkbox"/>
FEET		<input type="checkbox"/>
HANDS		<input type="checkbox"/>
HEAD		<input type="checkbox"/>
NECK	Amulet of Protection +1 (E)	<input type="checkbox"/>
RING		<input type="checkbox"/>
RING		<input type="checkbox"/>
WAIST		<input type="checkbox"/>
	Symbol of Divinity +2 (Off-hand)	<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>

Daily Item Powers Per Day

Heroic (1-10)	<input type="checkbox"/>	Milestone	<input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>
Paragon (11-20)	<input type="checkbox"/> <input type="checkbox"/>	Milestone	<input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>
Epic (21-30)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Milestone	<input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>

RITUALS / ALCHEMY

Gentle Repose

CHARACTER PORTRAIT



PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

Occupation - Scholar
 Your life once revolved around knowledge. What area of scholarship was your domain? Were you a teacher or a scribe, an architect or an astrologer, a barrister or a sage? Did others respect your theories, or did they scoff at your ideas? Do you still seek to learn and to teach, or have you given up academia for a life of adventure?

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

CHARACTER NAME
Quarion Liadon

PLAYER NAME

RACE Human CLASS Cleric LEVEL 6

HP 49	STR 10	AC 22
Spd 5	CON 12	Fort 16
Init +4	DEX 12	Ref 16
	INT 10	Will 22
	WIS 20	
	CHA 14	

18 Passive Insight **18** Passive Perception

PLAY DATA



ENCOUNTER SPECIAL

Second Wind

KEYWORDS USED

Standard		Personal
ACTION		RANGE
	vs	Self
ATTACK	DEFENSE	TARGET

Effect: You spend a healing surge and regain 12 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK *PH*

ENCOUNTER ACTION

Gaze of Defiance

KEYWORDS Divine, Implement, Psychic USED

Standard		Ranged 5
ACTION		RANGE
10	vs Will	One creature
ATTACK	DEFENSE	TARGET

Attack: Wisdom vs. Will
Hit: 1d8 + Wisdom modifier (+5) psychic damage, and your allies gain a +1 power bonus to attack rolls against the target until the end of your next turn. If the target attacks you before the end of your next turn, the bonus increases to +3. Increase damage to 2d8 + Wisdom modifier (+5) at 21st level.

Symbol of Divinity +2: +10 attack, 1d8+7 damage

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK *PHS1*

AT-WILL POWER

Sacred Flame

KEYWORDS Divine, Implement, Radiant USED

Standard		Ranged 5
ACTION		RANGE
10	vs Reflex	One creature
ATTACK	DEFENSE	TARGET

Attack: Wisdom vs. Reflex
Hit: 1d6 + Wisdom modifier (+5) radiant damage, and one ally you can see chooses either to gain temporary hit points equal to your Charisma modifier (+2) + one-half your level or to make a saving throw. Increase damage to 2d6 + Wisdom modifier (+5) at 21st level.

Symbol of Divinity +2: +10 attack, 1d6+7 damage

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK *PH*

AT-WILL POWER

Lance of Faith

KEYWORDS Divine, Implement, Radiant USED

Standard		Ranged 5
ACTION		RANGE
10	vs Reflex	One creature
ATTACK	DEFENSE	TARGET

Attack: Wisdom vs. Reflex
Hit: 1d8 + Wisdom modifier (+5) radiant damage, and one ally you can see gains a +2 power bonus to his or her next attack roll against the target. Increase damage to 2d8 + Wisdom modifier (+5) at 21st level.

Symbol of Divinity +2: +10 attack, 1d8+7 damage

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK *PH*

AT-WILL POWER

Divine Fortune

KEYWORDS Divine USED

Free		Personal
ACTION		RANGE
	vs	
ATTACK	DEFENSE	TARGET

Channel Divinity: You can use only one channel divinity power per encounter
Effect: You gain a +1 bonus to your next attack roll or saving throw before the end of your next turn.

ADDITIONAL EFFECTS

CLASS Cleric LEVEL BOOK *PH*

ENCOUNTER POWER

Turn Undead

KEYWORDS Divine, Implement, Radiant USED

Standard		Close burst 2 (5 at 11th level, 8 at 15th level)
ACTION		RANGE
10	vs Will	Each undead creature in burst
ATTACK	DEFENSE	TARGET

Channel Divinity: You can use only one channel divinity power per encounter
Attack: Wisdom vs. Will
Hit: 1d10 + Wisdom modifier (+5) radiant damage, and you push the target a number of squares equal to 3 + your Charisma modifier (+2). The target is immobilized until the end of your next turn. Increase damage to 2d10 + Wisdom modifier (+5) at 5th level, 3d10 + Wisdom modifier (+5) at 11th level, 4d10 + Wisdom modifier (+5) at 15th level, 5d10 + Wisdom modifier (+5) at 21st level, and 6d10 + Wisdom modifier (+5) at 25th level.
Miss: Half damage, and the target is not pushed or immobilized.

Symbol of Divinity +2: +10 attack, 2d10+7 damage

ADDITIONAL EFFECTS

CLASS Cleric LEVEL BOOK *PH*

ENCOUNTER POWER

Healing Word

KEYWORDS Divine, Healing USED

Minor		Close burst 5 (10 at 11th level, 15 at 15th level)
ACTION		RANGE
5	vs	You or one ally
ATTACK	DEFENSE	TARGET

Special: You can use this power twice per encounter, but only once per round. At 16th level, you can use this power three times per encounter.
Effect: The target can spend a healing surge and regain an additional 1d6 hit points. Increase the amount of additional hit points regained to 2d6 at 6th level, 3d6 at 11th level, 4d6 at 16th level, 5d6 at 21st level, and 6d6 at 26th level.

Unarmed: +3 attack regain an additional 5 hit points.

ADDITIONAL EFFECTS

CLASS Cleric LEVEL BOOK *PH*

ENCOUNTER POWER

Divine Glow

KEYWORDS Divine, Implement, Radiant USED

Standard	↓	↗	Close blast 3
ACTION	3	↶	RANGE
10	vs	Reflex	Each enemy in blast
ATTACK		DEFENSE	TARGET

Attack: Wisdom vs. Reflex
Hit: 1d8 + Wisdom modifier (+5) radiant damage.
Effect: Allies in the blast gain a +2 power bonus to attack rolls until the end of your next turn.

Symbol of Divinity +2: +10 attack, 1d8+7 damage

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

Daunting Light

KEYWORDS Divine, Implement, Radiant USED

Standard	↓	10	↗	Ranged 10
ACTION	↶		↗	RANGE
10	vs	Reflex	One creature	
ATTACK		DEFENSE	TARGET	

Attack: Wisdom vs. Reflex
Hit: 2d10 + Wisdom modifier (+5) radiant damage.
Effect: One ally you can see gains combat advantage against the target until the end of your next turn.

Symbol of Divinity +2: +10 attack, 2d10+7 damage

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 3 BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

Sure Protection

KEYWORDS Divine USED

Free	↓	↗	Close burst 5
ACTION	5	↶	RANGE
	vs		The triggering character
ATTACK		DEFENSE	TARGET

Channel Divinity: You can use only one channel divinity power per encounter
Trigger: You or an ally within 5 squares of you uses his or her second wind
Effect: The target gains a +3 power bonus to all defenses until the start of his or her next turn.

ADDITIONAL EFFECTS

CLASS Cleric LEVEL * BOOK DP

ENCOUNTER POWER DUNGEONS & DRAGONS

Beacon of Hope

KEYWORDS Divine, Healing, Implement USED

Standard	↓	↗	Close burst 3
ACTION	3	↶	RANGE
10	vs	Will	Each enemy in burst
ATTACK		DEFENSE	TARGET

Attack: Wisdom vs. Will
Hit: The target is weakened until the end of its next turn.
Effect: You and all your allies in the burst regain 5 hit points, and your healing powers restore +5 hit points until the end of the encounter.

Symbol of Divinity +2: +10 attack regain an additional 5 hit points.

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK PH

DAILY POWER DUNGEONS & DRAGONS

Consecrated Ground

KEYWORDS Divine, Healing, Radiant, Zone USED

Standard	↓	↗	Close burst 1
ACTION	1	↶	RANGE
	vs		
ATTACK		DEFENSE	TARGET

Effect: The burst creates a zone of sanctified ground that lasts until the end of your next turn. You can move the origin square of the zone 3 squares as a move action. Enemies that start their turns within the zone take 1d6 + your Charisma modifier (+2) radiant damage. You and any allies who are bloodied and start their turns within the zone regain hit points equal to 1 + your Charisma modifier (+2).
Sustain Minor: The zone persists.

Unarmed: +3 attack regain an additional 5 hit points.

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 5 BOOK PH

DAILY POWER DUNGEONS & DRAGONS

Cure Serious Wounds

KEYWORDS Divine, Healing USED

Standard	*	↓	↗	Melee touch
ACTION	↶		↗	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY		

Target: You or one creature
Effect: The target regains hit points as if it had spent two healing surges.

Unarmed: +3 attack regain an additional 5 hit points.

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 6 BOOK PH

UTILITY POWER DUNGEONS & DRAGONS

Cure Light Wounds

KEYWORDS Divine, Healing USED

Standard	*	↓	↗	Melee touch
ACTION	↶		↗	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY		

Target: You or one creature
Effect: The target regains hit points as if it had spent a healing surge.

Unarmed: +3 attack regain an additional 5 hit points.

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 2 BOOK PH

UTILITY POWER DUNGEONS & DRAGONS

Flaming Bastard sword +1

1d10	3	Heavy Blade	
DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls	5	+1d6 fire damage	
ENHANCEMENT	LEVEL	CRITICAL	

PROPERTIES

Versatile

Melee Basic Attack: +12 attack, 1d10+6 damage

AT-WILL ENCOUNTER DAILY

POWER

Power (At-Will • Fire): Free Action. All damage dealt by this weapon is fire damage. Another free action returns the damage to normal.
Power (Daily • Fire): Free Action. Use this power when you hit with the weapon. Deal 1d6 fire damage, and the target takes ongoing 5 fire damage (save ends).

ITEM SLOT One-hand WEIGHT 6 PRICE 1000 BOOK PH

MAGIC WEAPON DUNGEONS & DRAGONS

Symbol of Divinity +2

DAMAGE	PROFICIENT	GROUP	RANGE
+2 attack rolls and damage rolls	7	+2d6 damage	
ENHANCEMENT	LEVEL	CRITICAL	

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER

Power (Daily): Free Action. Use this power when you hit with an attack using this holy symbol. Gain one additional use of Channel Divinity for this encounter.

ITEM SLOT Off-hand WEIGHT 0 PRICE 2600 BOOK AV

MAGIC WEAPON DUNGEONS & DRAGONS

Magic Finemail +2

7	-1	-1	1
AC BONUS	CHECK	SPEED	QUANTITY
+2 AC		6	Armor
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

Finemail is a more common armor made according to an advanced technique perfected in the eladrin courts of the Feywild, consisting of closely linked chains that provide few openings for enemy attacks.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT	Body	WEIGHT	40	PRICE	1800	BOOK	AV
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MAGIC ITEM



Amulet of Protection +1

			1
AC BONUS	CHECK	SPEED	QUANTITY
+1 Fortitude, Reflex, and Will		1	Neck Slot Item
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT	Neck	WEIGHT	0	PRICE	360	BOOK	PH
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MAGIC ITEM

